

ABSTRACT

A game is divided into a plurality of charged playing sections which a player can play by paying a point and the thus divided charged playing sections are set. Game cards 33 to which proper passwords 35 are respectively assigned are distributed. The password is transmitted from a game playing terminal 9 to a server 10, and the point corresponding to the password is set by the server. At this time, data CDP comprising an image PI of a present item 37 usable in the game is downloaded into the game playing terminal 9. In the game playing terminal, the image of the present item is produced and is displayed, and the server controls for allowing the player to play the charged playing section within bounds of the point which has been set on the account.